

## The Ichthymalgam

Huge beast, neutral evil

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	10 (+0)	6 (-3)	12 (+1)	3 (-4)

### Skills

*Perception* +3

*Senses* blindsight 120 ft., passive Perception 13

*Languages* --

*Challenge* 3 (700 XP)

**Keen Eyes.** The creature has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Scream.** At the beginning of the encounter, the creature lets out a scream on its initiative. Each target within 80 feet of the creature must succeed on a DC 12 Wisdom saving throw or be Frightened for one minute. An affected creature can repeat its saving throw at the end of each turn.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 15 (4d6 + 2) piercing damage. If the creature succeeds on its attack, the target must succeed on a DC 13 Dexterity saving throw or be swallowed. While swallowed, the target is blinded and restrained, and takes 1d6 of acid damage each turn. The ichthymalgam can only swallow one creature at a time.

If the ichthymalgam takes 10 damage or more from the swallowed creature on a single turn, it must succeed on a DC 12 constitution saving throw or regurgitate the creature, who will fall prone within 10 feet of the ichthymalgam. Once it dies, a swallowed creature is no longer restrained by the ichthymalgam and can escape.